SpyLite

This game is to the spy genre what cotton candy is to your aching, rotten teeth. The goal is to take Greywulf's excellent Microlite system, beat it senseless, and create a game that will do one-tenth of what Spycraft does, but with only one-half the work. And also, world domination.

There are four parts to these rules.

1. **Guts.** The core rules of the game. Character creation and how the system works.
2. **Gear.** The equipment rules, how to build gadgets and vehicles and get hired help.
3. **Foes.** Critters and the various nefarious types you'll be working with and against.
4. **Agencies.** Rules for Agencies, both friendly and otherwise.

The Guts: Core Rules

Stats

SpyLite uses four stats: **Strength**, **Dexterity**, **Intelligence**, and **Charisma**.

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down**.

Classes

There are four classes--**Soldier**, **Spy**, **Face**, **Thinker**. Characters begin at Level 1.

All classes can use any weapon, armor or equipment, including vehicles.

Soldiers are the muscle of the group. Goons, thugs, bodyguards--they are tough as hell and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Spies are fast on their feet, sneaky and deceptive. Subterfuge is always their class skill. This is in addition to their first level skill pick.

Faces are the front men of the group. They are charming swindlers, masters of disguise and manipulation. Faces get a +2 to Charisma at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Thinkers are the brains of the outfit. Hackers, inventors, tactical geniuses and masterminds--they are the Hannibal to your B. A. Baracus. Thinkers get a +2 to Intelligence at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Skills

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Each character must choose 1 skill they are best at (also called your “favored skill”). Your rank in that skill will

be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + MIND, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Will saves are usually INT bonus + your level.

Skill Challenges

Some skill checks should be broken into parts to maintain tension. Examples would be searching an office for files while in a patrolled area, sneaking across a mine field, attempting to build a complex machine.

Break the task into several steps. Each step has a required skill check and a DC. If you blow the roll, something bad happens. If you make the roll, a bit of time passes, and you go on to the next check. If you roll really well, then you either skip a step or gain some extra benefit. Once you get to the final step, you succeed.

Example: Felicity is undercover at a fancy dinner party at Doctor Terror's mansion. Using the old "I have to powder my nose" excuse, she slips off to do some investigating. She enters Doctor Terror's office and searches through his file cabinets for the plans to his secret death ray.

Felicity's challenge would look this:

Where is it in the office? Subterfuge + Int, DC 15. Success = Finds the proper cabinet. Failure = takes time, must roll to see if Doctor Terror is suspicious (see step #3) and then roll again to find the right cabinet.

Which file is it in? Subterfuge + Int, DC 20. Success = Finds the proper folder. Failure = takes a lot more time and then roll to see if Doctor Terror is suspicious...and then roll again to find the right folder.

Is Doctor Terror Suspicious? The Doctor yells down the hall to see if you're okay. Subterfuge + Cha vs Doctor Terror's Subterfuge + Int. Success = the Doctor buys your excuse. Failure = the Doctor comes to investigate. The more times this step has been rolled, the more of a bonus Terror will have on his roll to figure out what you're doing.

Secret Death Ray Plans! You've found the file's folder, now you have to pull it, photograph it and replace it surreptitiously. Subterfuge + Int, DC 15. Success = you slip back to the party with no one the wiser. Failure = you're caught, either in the act or later on that evening. Or you've photographed the wrong file. Or you've fumbled the camera, making suspicious noises...

More than one character can contribute to these challenges. For example, one person back at the party could take care of checks to allay the Doctor's suspicions while Felicity continues to ransack his office.

Contests

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, trying to seduce a bureaucrat, play a game of chess, or even run for political office. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

  Note: a “round” in this case does not necessarily have to be a combat round—it could be any length of time that would be dramatically appropriate.

  The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage**.**

  Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

  If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

Example: Felicity is pursuing Dr. Terror. Terror has jumped into a motorboat and is charging down the river. Felicity is following along the shore on a motorcycle. Since neither initially has an advantage, the GM sets the initial lead as 5. The first round, Terror decides to drive ahead full speed. Not a complicated maneuver: DC 10. He succeeds, rolling 14 total. Felicity's driving the motorbike along the winding and narrow road by the river. DC 15, she also succeeds, rolling an 18. Felicity gains 1 point of Lead, for a total of 4 (18 > 14).

The next round, Terror has to swerve around a boat of tourists, while Felicity decides to try a risky maneuver. The player decides to take a +10 DC penalty over the normal 15 DC and says she's going to use an upcoming bridge as a ramp, either landing on Terror's boat or at least gain some serious distance on him. Terror fails his roll spectacularly, smashing into the tourist boat. Felicity succeeds again, rolling a 26 vs DC 25. The GM decides that Terror's failed roll loses him a point of Lead (now down to 3). Felicity gains 3 points (1 for the success, 2 for the risky maneuver). The Lead goes from 3 to 0.

Felicity's bike launches off the bridge like a rocket, flies forty feet through the air and smashes into the back of Terror's motorboat, which is still entangled in the tourist boat. Felicity stands up from the wreckage and cocks her gun at the Doctor's head...

Talents

You get 1 Talent at first level and an extra one every 3 levels thereafter. Some Talents may be taken more than once--in that case, the effects stack. If they can be stacked, it will say so in the description. All Talents can be taken by any class.

Action Man. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery ("Hey, look! The Goodyear Blimp!").

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Confidence Man. If you have Dupe, you can make another subsequent skill vs skill check after you've convinced a target of a "fact". If successful, you can guide the target into performing a specific task. The task has to be at least superficially reasonable. Every subsequent time you do this to the same opponent in an adventure, they get a +2 bonus to resist, cumulative.

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, computer programming, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different task.

Deep Pockets. You always seem to have just the right item on you. You have 1 floating gear point that you may expend at any time during an adventure to reveal an item. This item must be plausibly concealable on your person. Can be taken multiple times--each time this is taken, it gives you another floating gear point.

Double-Tap. If you're using a gun, you can gain an additional attack in exchange for a -2 to hit on all attacks per round.

Dupe. Once per adventure per level, you can make a target believe one "fact" you give them, no matter how implausible, as long as you succeed in a Cha+Comm roll vs the opponent's skill roll (usually Int+Sub, Know or Sci).

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Exploit Weakness. If you've had at least 1 round to study an opponent, you can designate that opponent, using brains over brawn to find ways to gain an advantage. Make a Sub+Int check (DC 15). If the check

succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Strip. You are a wizard at making gear do things that are technically out of their spec. Once per day, you can take as many of you and your teammates' Gear Points as your GM will let you get away with and reshuffle them into a different configuration.

You must then succeed on a Mind + Sci roll, with a DC equal to 10+the number of Gear Points being shuffled. The original items are lost, but may then be broken down, recombined and/or upgraded to new items which tend to work very well, but aren't quite as pretty.

Gearhead. You've always got the best wheels. When requisitioning vehicles, vehicles cost half as much as they do for anyone else.

Genius. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Mind score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Mind+10. Taking this talent multiple times gives additional specialties.

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

MacGyver. You've got fifteen minutes, some silly string, some bubble gum and a piece of tin foil. Time to save the world. With a DC 15 (or occasionally higher) check and a bit of time, you can improvise a rudimentary 1 pt Gadget using anything handy.

Martial Artist. You can flurry your melee attacks (both armed and unarmed). A flurry allows you to gain an additional attack in exchange for a -2 to hit on all attacks per round. You can take this one more time for a total of 3 attacks per round when flurrying.

Master of Disguise. You've got a thousand faces. Not even your friends are exactly sure what you really look like. Any Disguises you requisition are at +5 DC to see through. You can improvise a DC 15 Disguise in less than ten minutes using the most rudimentary materials for no cost.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way.

Risk Taker. Your character lives on the edge—designate one kind of task that you are good at. When performing a risky maneuver during a Contest under those circumstances, you only take a +4 DC penalty for each Lead point attempted. Taking this Talent multiple times allows you to choose different tasks this Talent applies to.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks dealing with that task. *Examples: Sneaky, Languages, Bribery, Eavesdropping, Shooting Pistols.* Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties--the effects never stack.

Trap Monkey. Traps are 1 point cheaper for you, with a minimum final cost of 1 pt. You can also improvise a DC 15 Trap in less than ten minutes using the most rudimentary materials for no cost, with the trap's effects limited to what you can justify to the GM.

Well-Connected. You've got friends everywhere. When requisitioning NPC's to help you, you only pay half the cost.

Well-Equipped. You have better Gear than most. +3 gear points, can be taken multiple times.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, operate a vehicle, etc. Only roll once, on the first round of combat--the order stays the same for

subsequent rounds.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level
Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Soldiers and Spies can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic weapon. In other words, if your total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at +12/+7/+2. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

It will, however, burn a number of rounds equal to twice the attacks you take.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. For example, in some campaigns, shotguns might be appropriate for dual-wielding, in others, they might not. Pistols are always appropriate, as are the usual light melee weapons.

Action Points

Characters begin each session with 3 Action Points (more if they have the Action Man Talent). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation. STR recovers at a point per day if properly treated.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points
+1 to all attack rolls
+1 to your primary skill(s)
+1/2 to all other skills

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 4, 7, 10, 13, 16, 19, etc.

Soldiers gain +1 to their attack and damage rolls at levels 5,10,15, etc.

Faces and Thinkers gain +1 to their Charisma and Intelligence statistics at 5, 10, 15, 20, etc.

Example: The 1st level adventurers have just completed a mission, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Gear: Equipment, Vehicles and Hired Help

The Basics

You start out each mission with 5 gear points plus 1 pt per level. In other words, 6 gear points for a 1st level character. You can have more gear points if you've taken the Well-equipped Talent.

With gear points, you can buy weapons, armor, gadgets, traps, vehicles, or requisition help.

If you'd rather not deal with the complexity, just turn to the end of this section and you'll find several gear packages there, one of which is bound to be useful.

Equipment is deliberately kept rather generic--you can call your items whatever you want to within reason. A "handgun" could be a Colt.45, a Beretta or a Glock. It's all up to player preference.

Basic Equipment

1 pt will get you one of the following...

- One basic firearm
- One exotic weapon
- One melee weapon
- 6 thrown weapons
- 6 grenades
- One Armor
- One Disguise
- One Gadget
- One Trap

Weapons not on the list. More powerful weapons cost more gear points. Satchel charges, rocket launchers, and so on cost at least 3 gear points. See the d20 Modern SRD for more details.

Item Descriptions

Ammunition. Missile weapons, such as guns and crossbows, come with a couple extra clips worth of ammo, enough not to worry about running out over the course of a few encounters. For an extra point, you can get enough spare ammo for every missile weapon you've brought to not worry about running out of ammo during that session.

Armor. In SpyLite, Armor behaves differently than in other d20 games. When you requisition it, you can describe it however you like, usually as a bullet proof vest.

Instead of providing an AC bonus or damage reduction, Armor gives you a certain number of charges. When you're hit and take damage, you can say that your armor stopped it and burn one charge.

If you make a (STR + Phys + the armor's bonus) save vs DC (equal to the damage taken), you take no damage but are knocked down until your next action. If you run out of charges, you're out of luck--the armor is useless. A failed save still uses a charge.

Basic armor before applying upgrades has 1 charge and adds +2 to the save.

Basic Firearms. There are hundreds, if not thousands, of variations of handguns and rifles out there. Instead of statting out each one, SpyLite uses an abstracted system.

Pistols do 2d6 damage, Rifles do 2d8. Each are upgradeable (see the section on “Upgrades” for more information). When you requisition a firearm, simply write it down on your sheet and call it what you want.

Basic Firearms:

Handgun	2d6
Rifle	2d8

How many shots your weapon can fire before needing to reload varies depending on what you decide to call it. Typically, this will range from 7 - 17 shots for pistols, 1 - 12 for single shot rifles and shotguns and anywhere from 15-30 for autofire-capable firearms.

If your weapon has fewer shots than that range, then take a "free" gear point and place it in an upgrade (for example, "Big" or "Concealed"). If you really don't care how many rounds there are in your gun's clip (recommended), then use 12 rounds per clip for pistols, 5 for single shot rifles and 25 for autofire-capable rifles and pistols.

Compound Bows, Blowguns and Crossbows. Obsolete in most other military services, these items have a special place in espionage operations because they are silent and can take a variety of specialized ammunitions.

You can have **either** 10 normal arrows, darts or quarrels or a similar amount of special ammunition. An extra gear point will get you both regular and one type of special ammunition (as per the “alternate ammo type” upgrade). The effects of special ammunition will vary, but minor explosions, tranquilizer darts, tracking

darts, incendiary rounds, tear gas, smoke bombs are all appropriate.

See the entries on grenades and traps for more information on how they might work.

Disguises. Includes any makeup, hair or clothing changes needed to make you appear to be a different person (within reason) and is complete with a superficially plausible cover ID.

Normally, going undercover is a matter of role-playing the situation and your Cha (or Int) + Subterfuge vs any observers' skill rolls, but sometimes a situation will come up that no amount of lying or acting will cover up, such as background checks, direct physical examination, etc. In that case, the thoroughness of your disguise will come directly under fire.

If someone has reason to doubt your disguise, it's DC 15 to penetrate. The "Potent" upgrade can be used to increase this DC by +5. It's also affected by the "Master of Disguise" Talent.

Exotic Weapons. For more information, refer to the individual entry of the item.

Some examples:

Compound Bow	1d8 for normal ammunition
Crossbow	1d10 for normal ammunition
Crossbow, Hand	1d6 for normal ammunition
Blowgun	1d4 for normal darts
Speargun	1d8
Stun Gun/Taser	1d3 damage + STR + Phys save vs DC 15 to avoid being stunned for 1d6 rounds

Gadgets. A gadget is something that is designed to do something specific. It will usually either...

- Get you past an obstacle not usually resolvable by a skill roll (distract guard dogs, allow you to breathe underwater for a while, etc) or...
- Do something useful but not necessarily quantifiable in game terms, or...
- Give a +2 skill bonus to a certain skill or class of skill rolls when performing a task

Some examples of Gadgets: spy cameras, code breakers, welders, lock picks, bugs, low-light goggles, camera disablers, grappling hooks, scuba gear, magnetic watches, laser pens.

Mundane gadgets. Some items are so basic that no points should ever be spent for them: rope, for example. The GM is the final arbiter of whether or not an item applies.

Grenades. Grenades come in a variety of flavors. Explosive grenades do 3d6, have a 10' burst radius, and require a 15 Dex DC to avoid damage.

There are also grenades that use tear gas, sleeping gas, smoke bombs...the sky's the limit, pretty much. If a grenade has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

Grenade launchers are an extra item, but allow you to toss grenades much farther than you can throw them.

Melee Weapons. Melee weapons usually do 1d6, 1d8, 1d10 or 2d6 depending on size and how many hands required to use them. Use your imagination or a copy of the SRD. If you don't have a melee weapon, unarmed damage is 1d4. Chairs, barstools, and other improvised weapons usually do around 1d6 damage but will break if they do maximum damage.

Some examples:

Big Knife	1d6
Brass Knuckles	1d6
Chloroform	STR + Phys save vs DC 15 or be knocked out for a while. Target must be grappled to apply. An alternate version of this item would be a syringe loaded with drugs.
Katana	2d6
Nightstick	1d6
Sap	1d6
Sledge	1d10

Speargun. Operates underwater as well as on land. Compared to other ranged weapons, it's fairly unwieldy.

Thrown Weapons. Thrown weapons do 1d4 damage, plus the thrower's strength bonus.

Trap. A Trap can be set by someone using the Subterfuge skill. Roll Int+Sub. That total is the DC that anyone encountering the Trap must roll to avoid its effects.

When you requisition the Trap, you can describe it as anything you like, within reason—land mines, bear traps, caltrops, banana peels, it's up to you.

The effects of the trap also vary, but grenade-like explosions, sleeping gas, knocking the target down or

restraining them for a few rounds (or until freed)...the possibilities are endless. If a trap has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

The "disguised" and "concealable" upgrades do not apply in the usual way to Traps. If you'd like your traps to be harder to find once set, use "Potent". "Potent" can also refer to resisting the effects of the trap itself, so be sure to specify which part of the trap you are applying the "Potent" upgrade to. A Trap with the "disguise" or "concealable" upgrade will be harder to find **before** it's set.

*Example: A Trap with no disguise upgrade might look like your "normal" suitcase bomb, seen in thousands of action movies. A trap **with** the disguise upgrade might appear to be an innocuous can of shaving cream or a scattered collection of harmless-seeming items. After they are both set, they'd both be equally difficult to find, depending on the user's skill level.*

Upgrades

You can spend additional gear points on your items to improve them. The cost of an upgrade applies directly to an item's cost. For example, a pistol costs 1 pt. Apply the "Big Weapon" upgrade and the pistol now costs 2pts, but does 2d8 damage.

Alternate Ammo Type. +1 pt. Weapon can fire a different type of ammo in addition to normal rounds (acid, stun, sleeping, tracking darts).

Armor Upgrade. +1 pt. Adds one more charge and +2 to the armor save value. Can be taken 3 times for a total value of 4 charges, +8 to the armor save.

Autofire. +1 pt. Gun can autofire.

Big Weapon. +1 pt. Upgrades damage to next higher die type. Can only be taken once.

Concealable. +1 pt. The object is easily concealable. Efforts to find the object are at a +5 DC penalty. Can only be taken twice.

Disguised. +1 pt. Object is disguised as something innocuous--a lipstick taser, for example. An INT + Sub or Sci check vs DC 20 will reveal the object's true purpose. No skill check is required to do this if the object is seen in use.

Gadget Upgrade. +1 pt. Upgrades a gadget's skill bonus by +2. Can be taken up to 3 times, for a total of +8 gadget bonus.

Potent. +1 pt. More Potent. +5 DC to resist effects. Can be taken 4 times total.

Scope. +1 pt. When taking the Aim maneuver, range penalties can be ignored.

Silencer. +1. Makes gun shots much quieter, but only for the first few rounds.

Vehicles

1 pt gets you a basic, no frills vehicle with enough room for one passenger and fast enough to get on the highway, but that's it.

The following upgrades apply:

Sexiness
0 pt = Not Sexy
1 pt = Upscale
2 pt = Stylish
3 pt = Luxurious

Passenger and Cargo Capacity
1 pt = 1 passenger (motorcycle-sized)
2 pt = 3 passengers, a few suitcases (family car)
3 pt = 10 passengers, a few crates (pick-up truck)
4 pt = 20 passengers, fair amount of cargo (a bus)

Speed
0 pt = Unimpressive
1 pt = Sporty
2 pt = Fast
3 pt = Blazing Fast

Additional capabilities:

Armor. +1 pt. Any attacks on the occupants or the car have to penetrate DR 5. Any attack that does more than 5 points damage over the DR reduces the DR by 1 point. When it reaches 0, there's no armor left. Taking this multiple times adds +5 DR, maximum 20.

Can Fly. +1 pt.

Can Hover. +1 pt, requires Flight.

Sealed Cabin. +1 pt. Occupants are unaffected by outside environmental conditions such as low air pressure or underwater environments. For another point, vehicle can also handle extreme heat, radiation, the vacuum of space and poisonous gases.

Submersible. +1 pt.

Complex Items

You can combine several pieces of gear into one item. Simply total up the cost and divide by 2, with a minimum cost of the most expensive item component+1.

It is entirely up to the GM to veto or approve complex items.

Example #1: Gun Leg

- 1 pt - Rifle
  +1 pt Automatic
  +1 pt Disguised as prosthetic leg
  +1 pt Scope
- 1 pt Underslung Grenade Launcher
  +1 pt Can also fire Tear Gas Rounds
  +1 pt Disguised as prosthetic leg

Total = 5 gear points (4 pts for the Rifle component +1).

You now have a prosthetic leg that can be removed and used as an automatic rifle with a scope and underslung grenade launcher...which can fire either explosive grenades or tear gas grenades.

Here's another example:

Example #2: Rigged Attache Case From "From Russia With Love"

- 1 pt Locked Attache Case
- 1 pt Trap (tear gas, DC 15 or spend 1d6 rounds coughing and hacking, triggered by opening case incorrectly, DC to detect most likely Int+Sub roll of the guy at Q Department who made it).
  +1 pt More Potent (+5 DC, total DC 20)
- 1 pt Additional places to conceal things (knives, money, folding sniper rifle)

Total = 3 gear points (2 for the Trap +1).

The agent now has a locked attache case with plenty of room to hide things. If someone tries to open it without knowing the trick, they'll trigger a tear gas trap with a DC 20 to resist.

Example #3: The Car From "Goldfinger"

Want the car from "Goldfinger"? The breakdown of costs would go like this:

- 5 pts, Aston Martin (Stylish +2, Family Car-sized +1, Fast +2)
- 6 pts, Two Rifles, Fully Automatic, disguised as headlights (3 pts each)
- 2 pts, Oil Slick, concealed
- 2 pts, Ejector Seat, concealed
- 4 pts, Retractable blades in the hub caps, concealed (2 pts each)
- 2 pts, Vehicle Armor DR 5, concealed
- 2 pts, Radio Telephone, concealed
- 2 pts, Radar scanner and tracking screen, concealed
- 2 pts, Caltrops from rear light cluster, disguised as rear headlights
- 2 pts, Smoke screen from exhaust pipes, disguised as exhaust pipes
- 1 pts, Revolving number plates
- 1 pts, Concealed storage for guns

Total = 16 gear points (31/2 points).

Helper NPC's

Gear points can also get you a helping hand with your mission, ranging from getting someone to distract the guards at the front gate all the way up to commandeering a full tactical assault squad.

Ability
1 pt = 1st level
2 pt = 1/2 your level, rounded up*
3 pt = Your level-1*

* Obviously, at 1st and 2nd levels, these point values are somewhat useless.

Number of NPC's
0 pt = 1
1 pt = 1d3
2 pt = 1d4+2
3 pt = 2d6

Duration
0 pt = There for one task only, after performing that, they leave.
1 pt = 1 encounter
2 pt = The full adventure

Equipment
0 pt = the skin on their backs
1 pt = basic equipment--standard gear for their profession
2 pt = specialized equipment or a vehicle

Morale
0 pt = Surly
1 pt = Friendly/Professional
2 pt = Enthusiastic
3 pt = Frothing at the mouth

Gear: Gear Packages

These are all 6 pt packages, appropriate for beginning play.

The Archer

- Crossbow (1d10 with normal rounds, scope)
- 10 Tranquilizer Bolts (DC 15 to resist)
- McAllister .32acp Pistol (2d6, 9 round clip)

Pick one of the following:

- Lipstick Camera (disguised), **OR**
- Mascara Taser (disguised, DC 15 to resist) **OR**
- Explosive Trap disguised to look like a kitten (potent: +5 DC to resist)

The Bond

- Walther PPK (2d6, silenced, 7 round clip)
- Sports Car (upscale, car-sized, sporty)

Pick one of the following:

- Wristwatch (welding laser, disguised), **OR**
- Cigarette Case (tear gas bomb when activated, DC 15 to resist, disguised) **OR**
- Ballpoint Pen (dart gun, drugged, 15 DC to resist, disguised)

Home Alone

- Handgun (2d6)
- 3 Traps
- 6 Grenades
- Toolkit (+2 to handyman types of things)

John Woo

- 2 Beretta 92F (2d6, 15 round clip)
- Bulletproof Vest (1 charge, +2)
- Motorcycle (upscale, bike-sized, fast)

The Mafioso

- Brass Knuckles (1d6)
- Tommy Gun (2d8 damage, autofire)
- Bulletproof Vest (1 charge, +2)
- Knows A Guy (hired help, 1 1st level guy shows up for one task, basic equipment, surly)

Merc

- Body Armor (2 charges, +4)
- Machine Gun, (2d10, Automatic)
- Rambo Knife (1d6)

Sniper

- Sniper Rifle (2d10, scope, silencer)
- Pistol (2d6)
- Gilly Suit (+2 to hiding)

Trench Coat Ninja

- Katana (2d6)
- Wakizashi (1d8)
- Trench Coat (+2 to concealing items on person)

Pick two of the following:

- Blowgun w/tranquilizer darts (DC 15 to resist)
- Climbing Claws (+2 to climbing)
- 6 Smoke Bombs (DC 15 to resist + obscures sight)
- Throwing Stars (6, 1d4 each)

Undercover Agent

- Disguise (DC 20 to penetrate)
- Camera (disguised as innocuous item)
- One bug
- Listening device

Wheel Man

- Handgun (2d6, autofire)
- Getaway Car (not sexy, car-sized, fast, armored at DR 5)

Foes: Animals and Supporting Cast Members

Animals

Type	HD	HP	AC	Damage, Notes
Ape	4d8+8	(26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Bear	6d8+24	(51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Crocodile	3d8+9	(22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Dog	2d8+4	(13 HP)	13	Bite +3 (1d6+3)
Dolphin	2d8+2	(11 HP)	15	Slam +4 (1d8)
Eel, Electric	2d8	(9 HP)	16	Bite +4 (1d4) + Electric Shock (1d6)
Herd Animal	3d8+9	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Horse	3d8+6	(19 HP)	13	Hoof +2 (1d4+1)
Lion	5d8+10	(32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Monkey	1d8	(4 HP)	14	Bite +4 (1d3-4)
Piranha	1d2	(1 HP)	16	Bite +4 (1d3-1)
Rat	1d2	(1 HP)	14	Bite +4 (1d3-4)
Shark	3d8+3	(16 HP)	15	Bite +4 (1d6+1)
Snake, Boa	3d8+6	(19 HP)	15	Bite +5 (1d3+4), Grabs (Str 14) and squeezes for 1d3+4 per round after hitting with Bite until killed or target breaks free
Snake, Viper	1d8	(4 HP)	17	Bite +4 (1d2-2) + Poison (1d6 Str damage, DC 10 for half)

For something higher up on the gonzo scale...

Type	HD	HP	AC	Damage, Notes
Plant, Carnivorous	8d8+40	(76 HP)	14	Melee +13/+8 Grabs opponent (Str 20), bites for 1d6+10 next round
Robot, Tiny	1/2d10	(2 HP)	13	Ranged +3
Robot, Man-sized	2d10	(11 HP)	15	DR 3, Melee +2 (1d6+2) or +3 Ranged (by weapon)
Tyrannosaurus Rex	18d8+99	(180 HP)	14	Bite +20 (3d6+13)
Zombie	2d12+3	(16 HP)	11	Slam +1 (1d6+1)

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task. Examples would be panthers sneaking, monkeys climbing, dogs tracking by scent, etc.

Templates

Want to upgrade an animal? Pick a base animal from the chart, select a template, add in the template's bonuses and, voila, upgrades.

Big. +2 HD. +2 to attack, +4 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +2 AC (tough hide).

Huge. +4 HD. +4 to attack, +8 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +4 AC (tough hide), damage increases to next higher die type.

Fricking Laser On Head. Animal gains a ranged attack at its normal attack bonus: Laser (2d8, equivalent to scope and silencer).

Supporting Cast

There are two types of NPC's: **Ordinaries** and **Heroics**. Both are built using the standard classes (Soldier, Spy, Face, Thinker).

Ordinaries

Ordinaries are important enough to have stats, but not important enough to have any significant screen time.

They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They gain all special abilities of their class, but do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it.

Example: the PC's are jumped by a squad of ninjas. The GM doesn't have any prepared, so he decides to make them Spies with Physical and Subterfuge as their skill picks. These ninjas are level 2.

The GM gives them 10 in all their stats save for Dex, which gets a 14. They get average hit points, for a total of 7 (3.5 times 2 levels, with no Strength modifiers). Their AC is 13 (10 + 1/2 Level + Dex bonus). They get a +4 attack bonus (2nd level + Dex bonus) and are equipped with katana (2d6 damage).

Some typical examples of Ordinaries follow. These are meant to be background characters or cannon-fodder.

Typical Ordinaries:

Assassin. Soldier-3. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 13. AC 12. Silenced Handgun +5 (2d6+1) or Knife +5 (1d6+2). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +2.

Civilian. Level 0. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2 all other skills at +1.

Criminal. Spy-2. Str 12 (+1), Dex 10 (+0), Int 10 (+0), Cha 12 (+1). HP 9. AC 11. Pistol +2 (2d6) or Knife +3 (1d6+1). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Government Agent. Spy-3. Str 10 (+0), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 10. AC 12. Pistol +4 (2d6) or Hand-to-Hand +4 (1d4). Physical +2, Subterfuge +6, Communications +2, Knowledge +6, Science +2.

Eye Candy. Face-1. Str 10 (+0), Dex 12 (+1), Int 8 (-1), Cha 16 (+3). HP 3. AC 11. Punch +1 (1d4) or Grab +1 or Improvised Blunt Weapon +1 (1d6). Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +1.

Ninja. Spy-2. Str 10 (+0), Dex 14 (+2), Int 10 (+0), Cha 10 (+0). HP 7. AC 13. Katana +4 (2d6) or Hand-to-Hand +4 (1d4) or Throwing Stars +4 (1d4). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Police Officer. Soldier-2. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 9. AC 12. Pistol +4 (2d6+1) or Hand-to-Hand +4 (1d4+2). Physical +2, Subterfuge +2, Communications +2, Knowledge +5, Science +2.

Politician. Face-3. Str 10 (+0), Dex 10 (+0), Int 12 (+1), Cha 12 (+1). HP 10. AC 11. Punch +3 (1d4) or Grab +3 or Improvised Blunt Weapon +3 (1d6). Physical +2, Subterfuge +2, Communications +6, Knowledge +2, Science +2.

Professional. Thinker-2. Str 10 (+0), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 7. AC 11. Punch +2 (1d4) or Grab +2 or Improvised Blunt Weapon +2 (1d6). Knowledge or Science +5, other skills at +2.

Scientist. Thinker-4. Str 8 (-1), Dex 8 (-1), Int 16 (+3), Cha 10 (+0). HP 10. AC 11. Punch +3 (1d4-1) or Grab +3 or Improvised Blunt Weapon +3 (1d6-1). Physical +3, Subterfuge +3, Communications +3, Knowledge +7, Science +3.

Soldier. Soldier-2. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 11. AC 11. Automatic Rifle +3 (2d8+1) or Pistol +3 (2d6+1) or Combat Knife +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Squad Leader. Soldier-5. Str 14 (+2), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 27. AC 13. Automatic Rifle +8 (2d8+2) or Pistol +8 (2d6+2) or Combat Knife +9 (1d6+4). Physical +8, Subterfuge +3, Communications +3, Knowledge +3, Science +3.

Terrorist. Spy-3. Str 10 (+0), Dex 14 (+2), Int 12 (+1), Cha 10 (+1). HP 10. AC 13. Rifle +5 (2d8) or Knife +5 (1d6). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +6.

Thug. Soldier-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 11. AC 12. Fists +5 (1d4+3) or Club +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Heroic NPC's

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot.

A heroic NPC is important enough to get significant screen time, so they should have at least one "hook" to them. For example, "sumo wrestler with deadly hat boomerang" or "sinister wheelchair-bound Russian with white cat".

Here are a few examples, all level 5:

Heroic Assassin. "An assassin with a passion for gambling and a penchant for berserker rages." Spy-5. Str 12 (+1), Dex 16 (+3), Int 11, Cha 8 (-1). HP 29. AC 16. Handgun +8 or +6/+6 (2d6, silenced), Two Big Scary Knives +8 or +6/+6 (1d8+1), Garrote (1d6+1 per round, must grapple from behind). Physical +8, Subterfuge +8, Communications +3, Knowledge +3, Science +3. Agile, Double-tap.

Hulking Bodyguard. "Hulking granite slab with fewer words than a dictionary with blank pages." Soldier-5. Str 18 (+4), Dex 10, Int 10, Cha 6 (-2). HP 35. AC 12. Fists +11 (1d6+6), Rifle +7 (2d10+2, Automatic). Physical +8, Communications +3, Subterfuge +3, Knowledge +3, Science +3. Brawler, Power Attack.

Corrupt Politician. "On more terrorist organizations' payrolls than he has fingers. Or toes. Has an engaging smile and twinkling eyes." Face-5. Str 10, Dex 10, Int 12 (+2), Cha 17 (+3). HP 27. AC 12. Pistol +5 (2d6). Communications +8, Physical +3, Subterfuge +3, Knowledge +3, Science +3. Specialist: Political Maneuvering (+2), Well-Connected.

Evil Mastermind. "Irish woman with eye patch and penchant for moray eels." Thinker-5. Str 12 (+1), Dex 12 (+1), Int 18 (+4), Cha 13 (+1). HP 29. AC 13. Two Pistols +6 or +4/+4 or Autofire (2d6, Autofire). Science +8, Communications +3, Physical +3, Subterfuge +3, Knowledge +3. Trap Monkey, Well-Connected.

Master Ninja. "Has a gravelly voice and goes by the name of 'Shredder'." Soldier-5. Str 14 (+2), Dex 15 (+2), Int 11, Cha 7 (-1). HP 36. AC 14. Two Katana +9 or +7/+7 or +5/+5/+5 (2d6+4) or Throwing Stars +9 (1d4+4). Subterfuge +8, Physical +3, Communications +3, Knowledge +3, Science +3. Martial Artist, Durable. Wears spiked body armor (2 charges, +4).

Agencies: Enemy And Otherwise

Every agent needs to belong somewhere, whether it's the SPECTRE to your British Secret Service, the UNITY to your HARM, an international espionage agency like UNCLE, or even the United Nations itself.

Agencies are usually generated by the GM, but the players' Agency could just as well be created by group consensus at the beginning of play. There could even be some campaigns where the players don't even belong to an Agency at all.

Creating An Agency

Choose A Name. If you don't have an idea handy, a time-tested method is to grab a dictionary, flip through it until you find a likely word and then use that as your Agency's acronym.

White hat Agencies will have acronyms with positive connotations; Black hat Agencies will have more sinister-sounding acronyms. Examples: HAMMER, ALPHA, SHARK, TRUTH, MALICE.

Don't worry if you can't decide what the acronym stands for. If a player calls you on it, you can always just say it's Russian for something really complicated.

Brief Description. Much like important NPC's, Agencies should have a brief hook that makes them memorable. "Hidden counter-terrorist unit formed by Winston Churchill in the darkest days of WWII" or "International criminal organization of ex-Spetsnaz operatives based out of a hollowed out volcano in the Maldives."

Goals. Every Agency is here for a reason. "Fight evil", "protect world stability", "world domination", "destabilize the global economy". These goals may even occasionally change over time.

Typical Operatives. When the Agency sends in help, what type of help typically shows up? Soldiers? Men in black? Ninjas? Thugs?

Enemies. Who are your Agency's enemies? Does it have any long-standing nemeses?

Allies. Does the agency have any major allies? Is it affiliated with any governments or civilian organizations?

Allies, Pulling Strings. Agencies can pull strings, calling in favors for additional help from their allies. Use the highest Cha + Comm of all the players currently in the group to roll vs a variable DC. If successful, the connections come through with help.

The time that this takes depends on the favor—information might take only a few minutes. Manpower may take hours or days. In addition, the help requested must be something the allies can reasonably provide.

Unless noted otherwise, this can be done only once per mission. Also note that your allies are doing this as a favor—they might expect something in return.

DC	Favor
15	Minor information, 1 pt worth of Hired Help, Very minor resource commitment
20	Detailed information, 3 pts worth of Hired Help, Average resource commitment
25	Exacting information, 6 pts worth of Hired Help, Deep resource commitment
30	Direct intervention from the ally, pulling out the stops.

Qualities. Every Agency is slightly different. The way this is expressed is through Qualities, which work like Talents. Choose 3 from the list below:

Qualities

Criminal Ties. When dealing with other criminals and criminal organizations, your Agency gains a +2 to all social rolls that might benefit from having criminal ties. When pulling strings, the Agency can pull strings from a vast number of criminals and not just official allies—criminals will do anything for the right amount of money/leverage.

Deep Funding. Your Agency has deep resources. When gearing up, the group has an additional 1d8 gear points they can split amongst the players' inventories as they see fit.

Feared. The Agency's reputation is fearsome enough that all known agents gain +4 on any social rolls which would benefit from having a fearful reputation.

Government Sanctioned. Working directly for the government opens many doors. You can gain writs and warrants for just about anything, but need to follow the rules (usually). You also gain a +2 bonus when dealing with friendly government, military and law enforcement, along with the previously-mentioned government support.

Hidden. Your Agency is hidden from public view. While occasionally causing problems ("You say you have a warrant? The FBI's never heard of you!"), it also means your enemies have to do more work to find out information.

Any Disguises requisitioned will automatically be at +5 due to your Agency's skill at building deep cover stories. Any attempts to research the Agency or any of the Agency's employees will be at -2.

Intelligence. Your Agency has spies everywhere. They know things about your enemies even before they do. At any time during a mission, players can request additional information from headquarters, using the same system as listed under "Pulling Strings". Every time past the first, the DC will be at +3.

Mondo Headquarters. Other Agencies have their headquarters in military bases, modern skyscrapers or even just standard off-the-rack office buildings. Your Agency gets to be based out of something far more fun: moon bases, enormous yachts, a gigantic zeppelin, hollowed-out volcano, whatever you want. This also includes the means to get there, if necessary.

Multinational. Your Agency has resources everywhere. No matter where you are, there's a local office, safe house or headquarters for you to use. The resource might not be large or public, but it will be there.

R&D Department. Your Agency has its own R&D department which produces equipment noticeably more advanced than anywhere else. The first upgrade point on any piece of equipment will be free, including complex items and vehicles.

Think Tank. Your Agency specializes in staffing itself with the best minds in the business. Once per mission the player characters can call in a Helper NPC that can perform any one non-combat-related task. The helper NPC will be a full heroic character at the PC's average level. If he or she dies, he can't be replaced for another 1d6 missions.

Well-Regarded. Anybody who is not specifically an enemy of the Agency reacts to any known agents of that Agency at +2. Agents themselves, once known, are treated as minor celebrities.

Growth And Decline Of Agencies

Successful or failed missions can have an effect on Agencies. Securing an ally over the course of several missions might score your Agency the Deep Funding Quality. Failing multiple missions might make your Agency's "Feared" Quality disappear.

Relatively permanent changes such as these are usually the result of campaign story arcs. There are no hard and fast guidelines, but 3 or missions per change would be typical.

More temporary changes are covered by **Temporary Qualities.**

Temporary Qualities apply to an Agency as a result of a temporary setback or windfall. They typically only last for 1d6 missions and then disappear.

This applies just as much to your enemies as to your own agency. Not all missions may be decisive enough to have either of these effects—only the GM will be able to tell.

Example: UNITY sends the player characters on a mission to prevent the famed saboteur, Le Chacal, from destroying the Louvre. They fail miserably; Le Chacal escapes leaving behind an entire wing of the Louvre filled with flaming pitch and angry chickens.

UNITY gains the "Laughing Stock" Temporary Quality for the next 2 missions. For a similar length of time, Le Chacal's employers, HARM, enjoy "Good Press" (or whatever passes for it amongst the criminal underworld).

Temporary Qualities

Black Eye. Something happened during the last mission to make the Agency suspect your loyalty. Is there a mole or a double agent? Background checks, infighting and psychological interviews abound until the dust settles.

Equipment Shortage. Last mission's toll on the Agency's equipment reserves result in a number of gear shortages. There's a 2 in 6 chance of anything requisitioned to be out of stock. Try something else.

Favor. Your Agency has gained the trust of someone in a position of great power. Until this Quality wears off, it has the benefit of either Criminal Ties, Government Sanctioned or Multinational.

Good Press. The high visibility of the last mission gives the Agency the benefits of the Well-Regarded Quality until things settle back down.

Intelligence Windfall. The last mission uncovered an unexpectedly potent source of intelligence. Until this Quality wears off, your Agency has the benefit of the Intelligence Quality.

Laughing Stock. So much for being respected and feared by...pretty much the entire world. Known agents suffer a -2 penalty to all social rolls that might be penalized by having a reputation for ineptitude until the Agency does something to prove themselves again or the entire world, hopefully, forgets about the whole affair.

Loot. The material gain from the last mission has made a great difference in available materials. Everybody on the team gains 1 additional gear point until this Quality wears off.

Understaffed. Due to the high fatality rate of the last mission, whenever requisitioning hired help, 1d6 less men are available. If none are available, try some other gear choice instead.